# Visual Malware Reversing

How to Stop Reading Assembly and Love the Code

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## Danny Quist

- Founder of OffensiveComputing.net
  - Free malware!
  - RE Training!
  - 2.3 million samples!
- Ph.D. Computer Science, New Mexico Tech
- Twitter: @ocomputing
- Research scientist
   Los Alamos National Laboratory

#### Goals

- Identify structure of malware quickly
- Remove difficulty of unpacking
- Remove dependence on tools like IDA
- Play nicely with others
  - IDA
  - OllyDbg
  - WinDbg
  - GDB

#### Complexities of Reverse Engineering

Most malware is compiled Intel x86 Assembly

```
char pw[] = "\xdc\xc5\xdc\xca\xb0\xa3\xb0\xe9"
            "\xf5\xf1\xe2\xe3\xb0\xff\xf6\xb0"
           "\xfd\xe9\xb0\xfc\xf9\xf6\xf5\xb0"
           "\xff\xfe\xb0\xe4\xf8\xf5\xb0\xfc"
           "\xf9\xfe\xf5\xbe";
int main(int argc, char* argv[])
   char in[256] = \{0\};
   size t inlen = 0:
   bool isgood = 1:
   printf("Enter your password: ");
   fflush (stdout);
   fgets(in, sizeof(in)-1, stdin);
   inlen = strlen(in);
   for (i = 0 ; i < inlen - 1; i++)
       if (pw[i] != (char) (in[i] ^ 0x90))
           isgood = 0;
           break;
   if (isgood)
       printf("Good password\n");
       printf("Bad password\n");
   getchar();
```

#### Compiler

- Machine code is more complex
- Optimizations make analysis more difficult
- Total code size is 1,200 instructions
- 118 Relevant assembly instructions
- Much of machine code is compiler boiler plate

**Reverse Engineering** 

```
SE DETCHAN
SUB_MILITAF
EAX, eBAX
EAX, eBAX
EAX, deord_#11598
EAX, deord_#11598
EAX, deord_#11598
EAX, deord_#11598
EAX, deord_#11598
EAX, deord_#11598
EAX, deord_#11593
EAX,
```

C Code – 45 lines

Relevant Assembly Code

#### Complexities of Reverse Engineering

Executables can be obfuscated

```
char pw[] = "\xc7\xf5\xfc\xfc\xb0\xd9\xb0\xf8"
                                                                                           "\xff\xe0\xf5\xb0\xf9\xe4\xb0\xe7"
                                                                                        "\xf1\xe3\xb0\xf1\xfc\xfc\xb0\xe7"
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | Size | 
                                                                                         "\xff\xe2\xe4\xf8\xb0\xf9\xe4\xbe";
int main(int argc, char* argv[])
                        char in[256] = {0};
                        size t i = 0;
                        size t inlen = 0;
                        bool isgood = 1;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ### 1989 ###
                        printf("Enter your password: ");
                        fgets(in, sizeof(in)-1, stdin);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 Packing /
                                                                                                                                                                                                                                                                                                                                                                                                  Compiler
                        inlen = strlen(in);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        Obfuscations
                          for (i = 0; i < inlen - 1; i++)
                                                          if (pw[i] != (char) (in[i] ^ 0x90))
                                                                                        isgood = 0;
                        if (isgood)
                                                        printf("Good password\n");
                                                        printf("Bad password\n");
                        getchar();
                          return 0:
```

#### **VERA Overview**

Functionality

New features

- Ether Import Rebuilding
- Better OEP detection
- IDA Pro Integration
- VERAtrace No Xen / Ether hardware required!
- Imports in the VERA GUI

#### What is VERA?

- Visualizing Executables for Reversing and Analysis
- High-level overview of entire program
- Low-level drill-down of details
- Free!
- Development is funded!

# Demo1 - VERA

#### What the Colors Mean

- Yellow Normal uncompressed low-entropy section data
- Dark Green DLL / API / Section not present
- Light Purple SizeOfRawData = 0
- Dark Red High Entropy
- Light Red Instructions not in the packed exe
- Lime Green Operands don't match

## **Generating Traces**

- Ether
  - Set of patches to the Xen hypervisor
  - Allows for covert tracing of executables
- Veratrace NEW!
  - Intel PIN system suitable for use in VMWare
  - Commercial code analysis
- Output from debuggers (GDB/WinDbg/...)

## **Ether Improvements**

 Import reconstruction using kernel data structures

 OEP detection from stack back-tracking technique

Antivirus scanning performance improved

## Importance of Repairs

- Viruses can be packed and avoid detection
- Removing imported APIs takes data away from analysis engines
- Original Entry Point (OEP) Detection hasn't progressed in years
  - Watch for all written memory, log into a hash table
  - If there is an execution in written memory guessed to be OEP
  - Dump contents of memory
  - Problems
    - Multiple obfuscations
    - Staged unpacking
    - Lots of candidate OEPs
- Restoring this information improves existing AV tools accuracy

## Imported API Recovery

Removing Imported APIs is first obfuscation step

Reverse engineering is difficult without APIs

Provide no context for code

Order of magnitude increase in complexity

Restoring them is extremely valuable

### Which is easier to read?

#### No Imports

```
loc 1001906:
push
        esi
        esi, dword_100110C
mov
        3E9h
push
push
        edi
        esi ; dword 100110C
call
        eax, dword 1007170
mov
mov
        eax, [eax+58h]
inc
        eax
neg
        eax
sbb
        eax, eax
and
         eax, 3
push
        eax
        3E8h
push
        edi
push
call
         esi ; dword 100110C
         eax, dword 1007170
mov
        eax, [eax+58h]
mov
inc
         eax
neq
        eax
sbb
        eax, eax
and
        eax,
push
        eax
        3EAh
bush
push
        edi
call
        esi ; dword 100110C
         eax, dword 1007170
mov
mov
        eax, [eax+58h]
inc
        eax
neq
        eax
sbb
        eax, eax
and
        eax,
push
        eax
        7D 0h
push
push
        edi
         esi ; dword_100110C
call
mov
        edi, [ebp+arq 4]
jmp
        1oc 10018AE
```

#### Which is easier to read?

#### No Imports

#### Imports Rebuilt

```
loc 1001906:
push
         esi
         esi, dword 100110C
mov
         3E9h
push
push
         edi
         esi ; dword 100110C
call
        eax, dword 1007170
mov
        eax, [eax+58h]
mov
inc
         eax
neq
         eax
sbb
         eax, eax
and
        eax, 3
Dush
         eax
         3E8h
oush
         edi
push
call
         esi : dword 100110C
         eax, dword 1007170
mov
              [eax+58h]
mov
         eax.
inc
         eax
nea
         eax
sbb
         eax, eax
and
         eax.
push
         eax
         3EAh
oush
push
         edi
call
         esi : dword 100110C
mov
         eax, dword 1007170
mov
         eax, [eax+58h]
inc
         eax
neq
         eax
sbb
         eax, eax
and
         eax.
              3
push
         eax
push
         7D 0h
         edi
push
call
         esi ; dword 100110C
mov
         edi, [ebp+arq 4]
         loc 10018AE
jmp
```

```
loc_1001906:
                         ; uEnable
bush
        esi
mov
        esi, ds: imp EnableMenuItem@12; EnableMenuItem(x,x,
        3E9h
                         ; uIDEnableItem
push
push
        edi
                         ; hMenu
call
        esi ; EnableMenuItem(x,x,x) ; EnableMenuItem(x,x,x)
mov
        eax, pqmCur
mov
        eax, [eax+58h]
inc
        eax
neq
        eax
sbb
        eax, eax
and
        eax, 3
push
        eax
                         ; uEnable
push
        3E8h
                         ; uIDEnableItem
push
        edi
                         ; hMenu
call
        esi ; EnableMenuItem(x,x,x) ; EnableMenuItem(x,x,x)
mov
        eax, _pgmCur
mov
        eax, [eax+58h]
inc
        eax
neq
        eax
sbb
        eax. eax
and
        eax, 3
push
        eax
                         ; uEnable
push
        3EAh
                         : uIDEnableItem
                         ; hMenu
        edi
push
call
        esi ; EnableMenuItem(x,x,x) ; EnableMenuItem(x,x,x)
mov
        eax, pqmCur
mov
        eax, [eax+58h]
inc
        eax
neg
        eax
sbb
        eax, eax
and
        eax, 3
oush
        eax
                         : uEnable
        7D 0h
push
                         ; uIDEnableItem
push
        edi
                         ; hMenu
call
        esi ; EnableMenuItem(x,x,x) ; EnableMenuItem(x,x,x)
        edi, [ebp+Msq]
mov
        10C 10018AE
jmp
```

## **Import Repair Process**

- Find the original entry point
  - Unpack code until this address is found
  - Use OEP method discussed later
- Find references to imported DLLs
  - call [ADDRESS]
  - jmp [ADDRESS]

```
loc_1001832:
xor eax, eax
cmp edi, 7
setz al
pull eax
call dword_1001118
JMp chant loc_10016HE
```

Import Address Table (IAT)

### **Import Repair Process**

- Each imported DLL has an IAT corresponding to the APIs brought into the application
- The first DLL is found by backtracking the IAT memory until a NULL is found.
- The DWORD after the NULL is the beginning of that DLL's API
- How do we determine which DLL belongs to which memory address?

## Determining DLL Address Space

#### Old Method

- Attach to process via debugger interface
- Call windows APIs to query address module
- Resolve addresses from the DLL listings

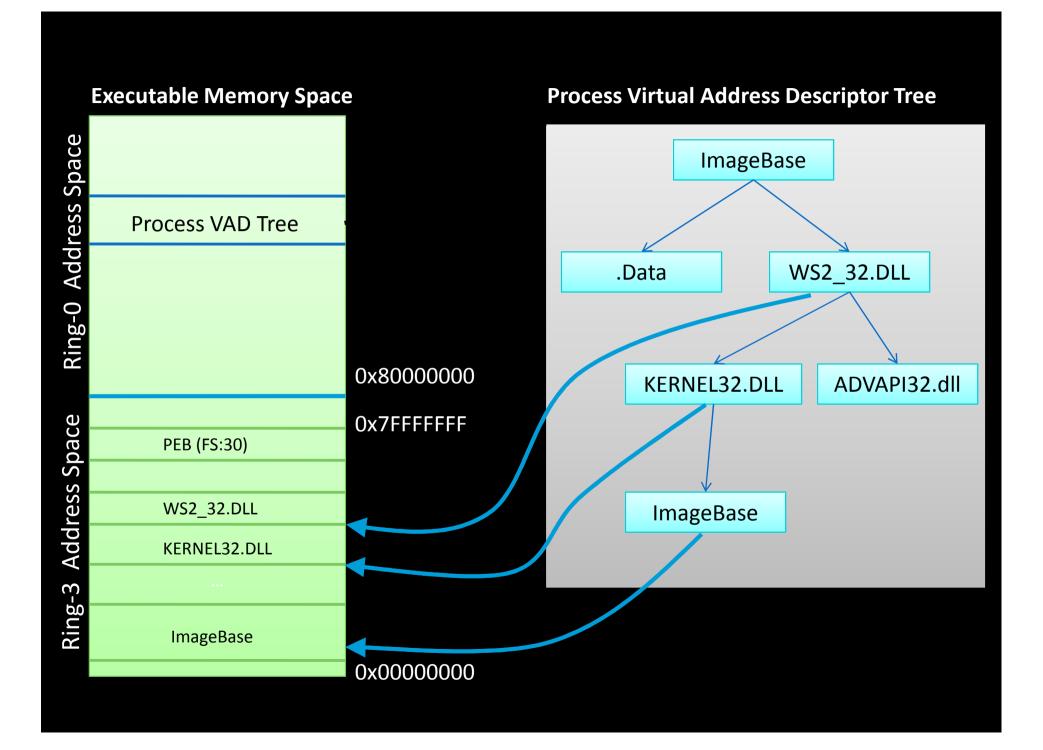
#### Problems

- Hypervisor has no access to internal Windows APIs
- Access to APIs would violate sterility of guest environment (DETECTION)
- No real way to extract data we need

### Import Repair Process

- New Method Use kernel memory management data structure
- Virtual Address Descriptor VAD
  - Each process has a VAD to describe memory usage
  - OS uses VADs to interact with CPU MMU
  - Very accurate use of process space
- Data Structure Balanced Binary Tree
  - Address space
  - Size of memory region
  - Execution flags
  - Module memory mapping

This is all the information needed to rebuild imports



## Original Entry Point Detection

- Standard OEP discovery produces many file
- Most common packers produce few samples
- Complex packers increase complexity of unpacking
- Requires manual analysis of each candidate dump

| Packer        | Detected OEPs |
|---------------|---------------|
| Armadillo     | 1             |
| Petite        | 1             |
| UPX           | 1             |
| UPX Scrambler | 1             |
| Aspack        | 2             |
| FSG           | 2             |
| PECompact     | 2             |
| VMProtect     | 12            |
| PEPack        | 12            |
| AsProtect     | 15            |
| Themida       | 33            |
| Yoda          | 43            |
| PEX           | 133           |
| MEW           | 1018          |

## **OEP Algorithm**

2. Unwind stack until no more **OEP** RET: 0x59010030 frames found push ebp Stack Data mov ebp, esp sub esp, 6A58h RET: 0x59009538 xor eax, eax Stack Data mov edx, 0x43 3. shl edx, 32 Backtrack RET: 0x59009530 mov ecx, 0xBE assembly to shl ecx, the Stack Data mov eax 0xEF9ECA4E beginning xor eax, 0x313374×1 of code / RET: 0x59009500 call eax 🝝 preamble Stack Data 1. Start at EBP

#### Problems with Ether

- Heavy-weight analysis system
- Not portable to common VMs like Vmware
- Problems Installing Ether
  - Old version of Xen (3.1.x)
  - Debian
  - Other bugs
- Provide alternate way to collect information

#### **VERATrace**

- Intel PIN based instruction tracing program
- Usable on VMWare / VirtualBox / VirtualPC
- Useful for analyzing non-obfuscated programs
- Extensions planned to hide from malware
- Unpacking (See Saffron-DI)
- Adds import data to VERA

## Veratrace Demonstration

Demo 2

#### Veratrace Malware

Demo 3

## **Caveat Emptor**

Intel PIN is very detectable

Malware doesn't always run well

Ether was made for malware analysis

Sometimes useful results are found

## VERA IDA Plugin

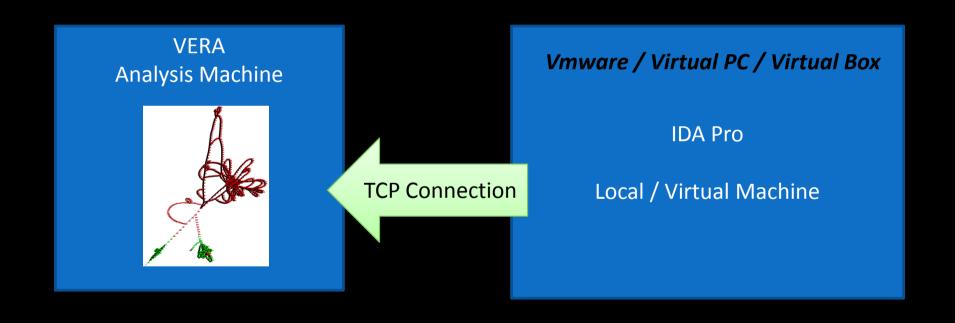
Used to correlate VERA graphs with IDA

TCP Connection from IDA Pro system to VERA

Synchronization with IDA representation

Identify core constructs

# VERA – IDA Plugin



## **IDA** Integration

Demo 4

#### **Future Work**

Memory usage analysis

Integrating string analysis in the graph

Explore 3D visualizations

Better integration with Debuggers

#### Conclusion

- New Features
  - Better import recovery in Ether
  - New OEP Algorithm
  - New tracing tool VERATrace
  - IDA Pro Plugin
  - Imports in the visualization

#### http://www.offensivecomputing.net/vera

Twitter: @ocomputing

Thanks ShmooCon!